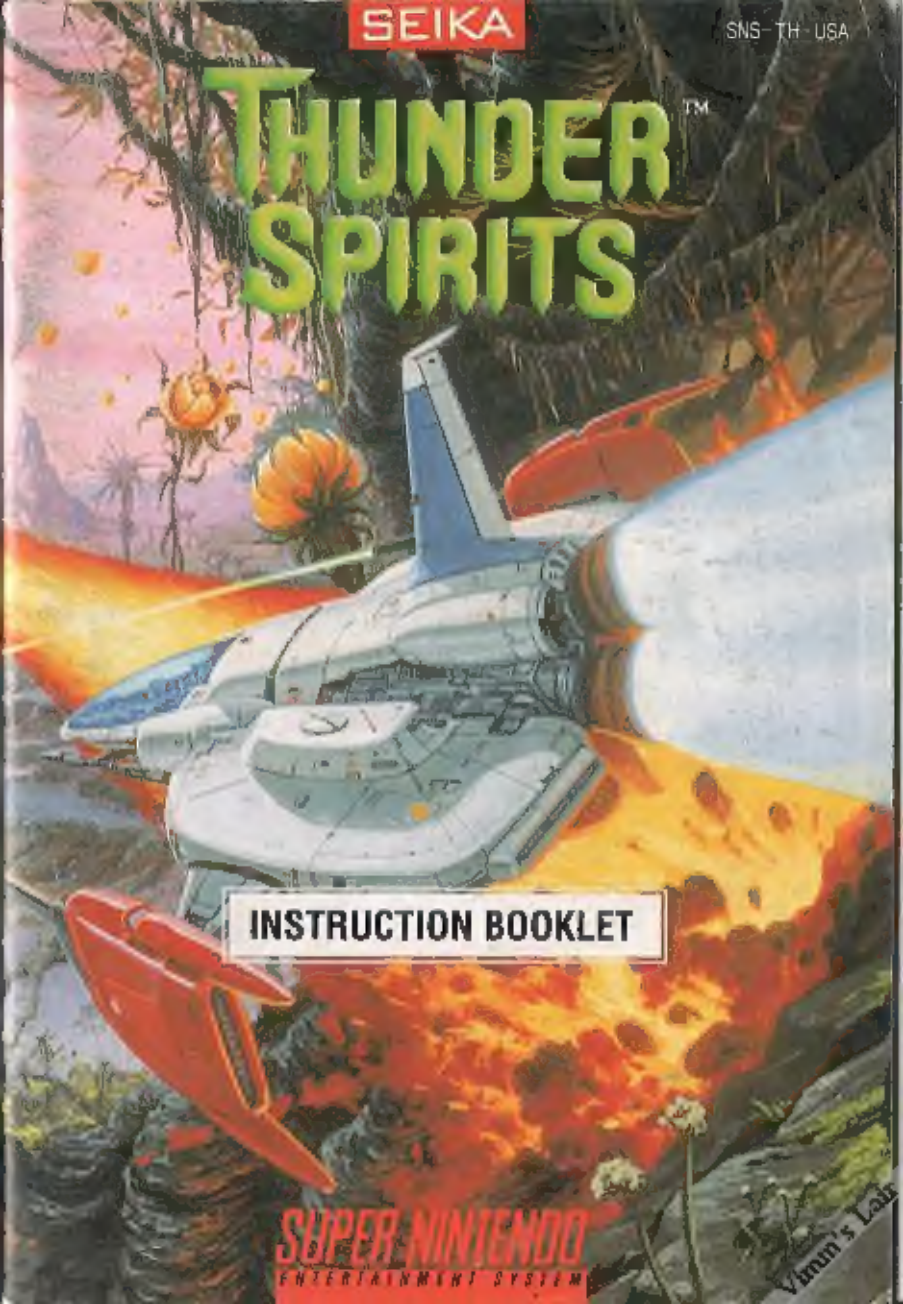
SEIKA
SNS-TH-USA
THUNDER SPIRITS™
INSTRUCTION BOOKLET
SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY

Nintendo

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THUNDER™ SPIRITS

Vinnie's Lair

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WARNING: Please read the enclosed consumer information and precaution booklet carefully before using your Nintendo® hardware system or Game Pak.

Vinm's Lair

The cybernetic computer that controls the planet Orn has long held a disdain for humans. It has surrounded itself with a formidable automated defense system consisting of four planets: Hydra, Gorgon, Saline, and Ellis. Motivated by its fear of the Commonwealth of Humanoid Planets, the computer has initiated a systematic plan to destroy the Commonwealth and enslave its members. The only hope for the Commonwealth is to intervene quickly and destroy the cybernetic computer at the Orn-Core.

The Commonwealth has pooled its resources to develop its most technologically advanced fighter, the Vrax. The ship's diminutive size coupled with advanced stealth technology make it difficult to detect. Equipped with some of the most powerful weaponry ever to be deployed, it is easily the equal of ships many times its size.

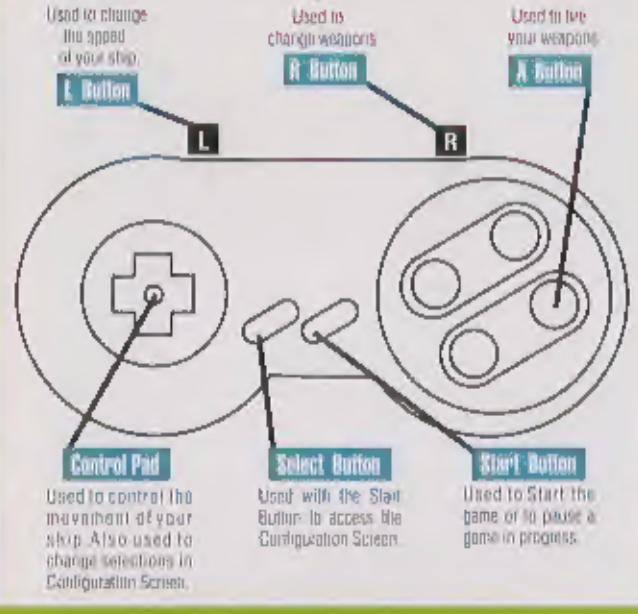
Vinn's Lab

The fate of the Commonwealth rests in their hands!

Captain Gene, the only grandson of Adra, the hero of the Deradasian campaign, was chosen by the Commonwealth to pilot Vrax. A gifted and inspired pilot, the 20 year old Captain has proven both his courage and leadership on numerous occasions. Second Lieutenant Sherry, daughter of Lida, the champion of the Braerius conflict, was chosen as navigator. At age 16, she is the cream of the crop. With an IQ of over 300, her genius is only surpassed by her beauty. You must guide Gene & Sherry in the fighter Vrax past the defenses of the four planets, Hydra, Gorgon, Saline, and Ellis, to face the final challenge of Orn itself. Thunder Spirits is a one player, fast-paced, horizontal scrolling game where your quick reactions & careful choice of weapons are your only hope of success. Good Luck!

Vimm's Lair

STARTING THE GAME



Only the left controller is used for this game.

The functions shown for the controller are the default settings when you first turn on your Super NES. You can change the function of some of the buttons using the Configuration Screen. Insert the game pak into your Super NES and turn on the power. The SEIKA logo will appear followed by the Title Screen. If you do not press a button within a few seconds, a short demonstration of the game will be presented. If you want to start the game, press the Start button.

Vinni's Lair

CONFIGURATION SCREEN

The Configuration Screen allows you to customize the game to your personal preference. Use the up and down directions on the control pad to position the space ship cursor next to the item you want to change. You can then use the left and right directions to change the settings. When you are done, press the Start button to accept your new settings.

To access the Configuration Screen, hold down the Select button and press the Start button.

SHIP SPEED

This is the initial speed (LOW, MED, HIGH, TOP) of your ship when you start the game. You can change the speed of your ship during the game by pressing the L. button, or the button you choose for SPEED CHANGE in the Configuration Mode.

GAME LEVEL

This determines the level of difficulty for the game (EASY, NORMAL, HARD, MANIAC). At higher levels of difficulty, you will be faced with more aggressive adversaries.

CONTROL PAD

This lets you choose which button (A, B, L, R, X, or Y) will be used to control the SPEED CHANGE, FIRE BUTTON & WEAPON SELECT. Although you can change the default buttons if you like, the instructions in this manual will assume that you are using default settings.

The FIRE BUTTON is used to fire your weapons. WEAPON SELECT button is used to choose from your available weapons. You will find that certain weapons are more effective against particular enemies. Careful selection of your armament is a key to your success.

The SPEED CHANGE button lets you choose the speed with which your ship moves on screen. You may find it useful to be able to move quickly to outmaneuver enemies, while a slower speed may make it easier to negotiate narrow passageways.

RAPID FIRE

You can choose to have automatic rapid fire action by setting this to ON. With rapid fire engaged, your weapon will continue to fire as long as you hold down the FIRE BUTTON. With rapid fire disengaged, your weapons are fired only once each time the FIRE BUTTON is pressed.

You can choose to have STEREO or MONO sound to accompany your game.

SOUND MODE

Vinun's Lair

SCREEN LAYOUT

SCORE

This shows you the number of points you have earned so far in the game.

WEAPONS

This window shows you the available weapons. The current weapon is surrounded by a bright white box. You can change the current weapon by pressing the R button.

STAGE

The current stage of the game is shown is this window.

TOP

This shows the highest score achieved so far.

SHIP

This window shows the current speed & number of ships left. The blue triangles indicate the speed of your ship. The greater the number of blue triangles, the faster your ship. You can change the speed of your ship by pressing the L button. You begin the game with 4 Credits, each of which gives you 3 ships. If you lose all of your ships and still have Credits remaining, you can choose to continue your game by pressing the Start button before the Time countdown reaches zero.

The game is over when you have used up all of your Credits.

WEAPONS & ITEMS

Your Vrax fighter is capable of carrying a variety of state-of-the-art weapons. When you first begin the game, you are armed with the TWIN SHOT & BACKFIRE weapons. The additional weapons you acquire will be important to your success, but you must remember that these additional weapons can be lost if your ship sustains damage in battle. To gain additional weapons, you must destroy the weapon carrier vehicle and pick up the armament that it carries. When this vehicle drives by, you should shoot it & pick up the weapon it carries by moving your ship on top of the cargo. If you pick up a weapon you are carrying, you will be awarded 10,000 bonus points.

At all times, you can choose amongst your available weapons by pressing the R button. If your ship is destroyed you will lose the weapon you were last using. You should also be aware that in the EASY and NORMAL game levels the more weapons you carry the fiercer the attacks of your enemies. At all times, you should exercise great care to choose the weapon that is most effective against the threats you face.

LANCER

This is a fortified version of the BACKFIRE which carries a Weapon Effectiveness Quotient (WEQ) of 6. This weapon fires high energy particles in a single stream to the front & two parallel streams to the rear. It is particularly good when you face multiple threats from the rear but offers only marginal protection in front.

TWIN SHOT

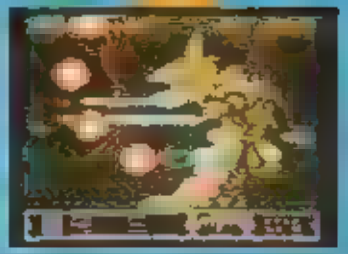
Standard equipment on the Vrax, this weapon carries a WEQ of 4. With it your ship fires forward in two parallel streams. This weapon is always at your disposal and cannot be lost due to battle damage. While not as powerful as other weapons, when combined with the rapid fire option it can be surprisingly effective.

BACKFIRE

Also standard equipment on the Vrax this weapon carries a WEQ of 4. With it your ship fires in a single stream one to the front and one to the rear. This is particularly valuable when you are faced with threats from both the front and back. However it is less useful when you face a formidable enemy from the front.

SEVER

FIRE

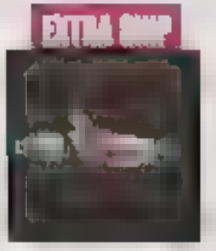


WAVE

The CLAW is a special and extremely valuable weapon. It attaches two orbiting drones to your ship which can intercept enemy attacks. In addition these drones will fire the same weapons as your ship, greatly increasing the effectiveness of any weapon you use

This weapon issues forth high speed energy torpedoes which home in on any enemy target in the vicinity. With a WEQ of only 2, each torpedo is of limited effectiveness, but its ability to seek out enemies makes it extremely valuable. It is particularly useful when faced with multiple threats and allows you to attack an enemy while remaining out of his line of fire

The SHIELD surrounds your ship with a protective energy field. Your ship will be protected from enemy attack until it becomes too damaged to function at which point it will disappear. This item is extremely valuable & you should try to acquire it at every opportunity



This will give you one additional ship. There are not very many of these so you may have to search very carefully to find them

STAGES

Each of the four planets presents unique challenges. Besides the many smaller enemies, you will face tougher intermediate enemies as well as the very tough bosses. The following information will help prepare you for the tasks that await you.

The tree-covered planet at first appears to be peaceful enough. However masked by its evergreen forests are a myriad of mechanical adversaries & threatening plants. Use this opportunity to master the movement of your ship & the selection of weapons. At the end of this stage you must face Gargoyle, the golden fire-breathing boss. Reconnaissance indicates that he is vulnerable at the blue spot in his abdomen.

A fiery planet of molten magma you must carefully maneuver through the burning obstacles while battling the planet's fortifications. Your skill will be challenged by both bubbling magma and high speed scrolling zones. Watch out for large magma balls! If you shoot them they will break into many smaller fireballs. To continue past this stage you must defeat the twin Balcams mechanized bosses of the planet.

In the language of the ancients, the name means 'Graveyard of Ships'. More of an intergalactic junkyard than a planet, it is a conglomeration of meteorites and the remnants of thousands of space ships. You must choose your path quickly and decisively lest your ship join the scrap heap! A difficult task considering the strong tractor beam that this planet reportedly has. You will face a number of very tough enemies before facing the final challenge of the planet.

Saline is an aquatic planet whose swift currents may cause your ship to drift upwards from time to time. Combined with narrow caverns, this planet is a pilot's worst nightmare. If that wasn't enough, the planet also has some of the fiercest armament ever seen. You'll finally have to overcome Kingfish, the fierce boss of the planet.

ELLIS

Once the home of the oldest civilization in this quadrant, it now lies in ruins. You'll need every ounce of firepower to destroy the detection systems of the planet. This planet contains some very complex mazes. You may be able to create new paths by blasting your way through blockages. Only the most skilled pilot will be able to safely navigate its narrow, twisting, and backward scrolling passages. To further complicate things, there are high speed scrolling zones as well!

CERBERUS

The huge battleship Cerberus orbits planet Orn. You must penetrate the ship's defenses, travelling to the core of the ship to destroy it. You must carefully maneuver your ship through the tight passageways of Cerberus while facing the laser defense systems and mechanized troops.

ORN-BASE

Next you must negotiate the asteroid field that surrounds the planet Orn. Many of these asteroids are made of Supranium, one of the hardest substances in the galaxy. Your weapons will be ineffective against these asteroids. Others will fracture when shot, creating many smaller asteroids which clutter your path. Only a careful and skillful pilot will survive.

ORN-CORE

You must now battle your way to the very core of Orn. On the way, you'll face the toughest enemies yet. The path to the core is complicated and very narrow. You must navigate diagonal paths and negotiate the gates you'll encounter. Only then will you face the final challenge at the core of the planet.

ADVICE FOR VRAX PILOTS

Perhaps the most important advice for Vrax pilots is to master the selection of weapons. Only by careful experimentation can you determine the most appropriate weapon for each situation you will face. Secondly, you must learn the terrain of each planet. Only with this knowledge will you be able to navigate through the narrow passages and negotiate the high speed scrolling zones.

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SEIKA CORPORATION warrants to the original consumer purchaser that this Nintendo/Super NES Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling (310) 373-8127. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday (Except Holidays).

3. If the SEIKA Service Representative is unable to solve the problem by phone, he /she will provide you with a Return Authorization Number. Simply record this number on the outside packaging of your defective PAK and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAM- AGE, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

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